SI STEBBINS

CARD TRICKS AND THE WAY THEY ARE PERFORMED

Si Stebbins

THE premier card entertainer of America since 1884, is the original Barnum and Bailey rube, and he has also for some years been with the Keith circuit, telling vast audiences how to do card tricks and at the same time smoking CINCO cigars.

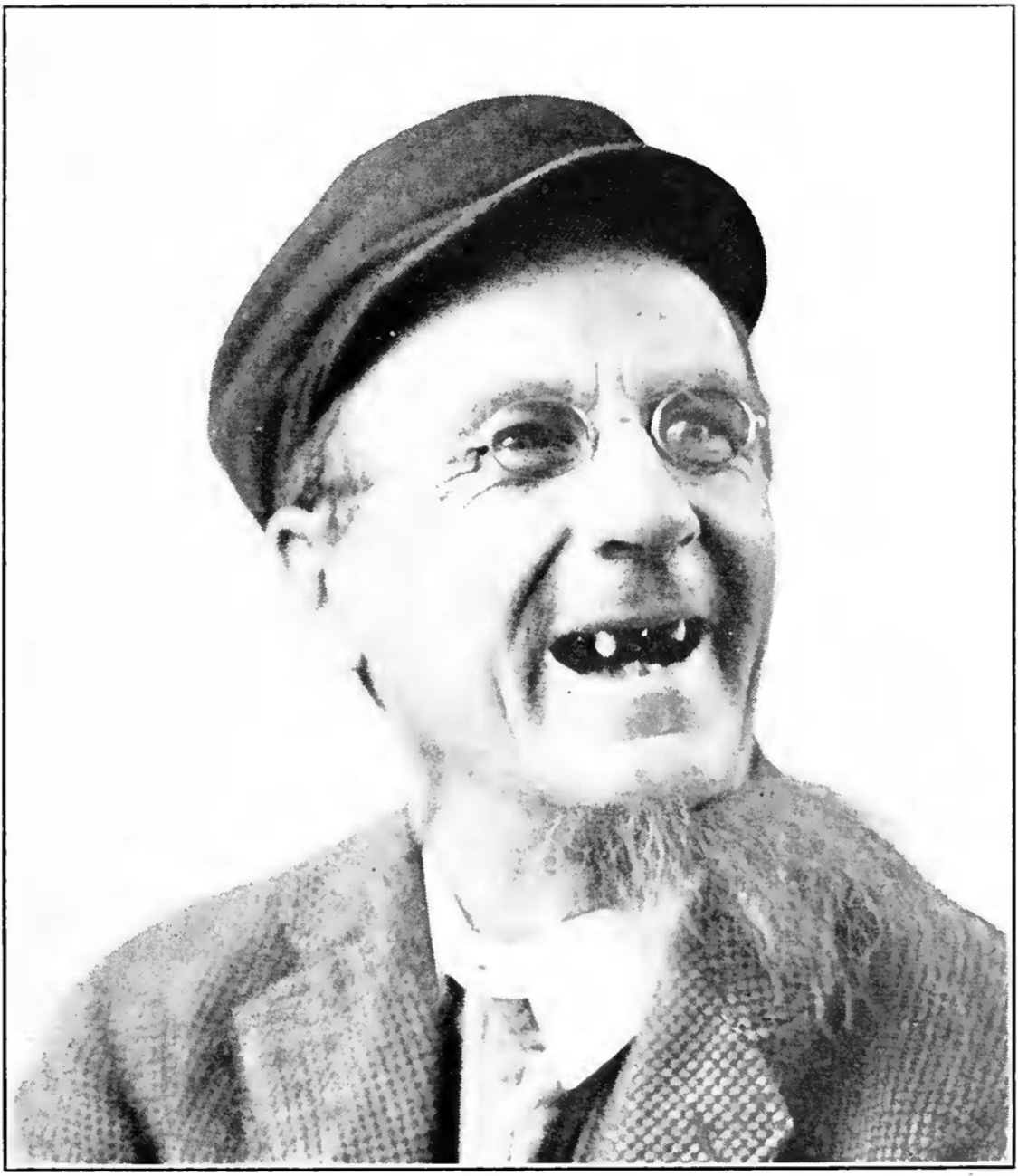
Si knows all about cards and cigars. He can tell you where every card in the deck is located and where and why you should buy CINCOS.

For thirty-five years Si has smoked Eisenlohr's world-famous CINCO brand, lighting each cigar from the butt of the other, so the only time he is not smoking CINCOS is when he is asleep.

Si says he wants all of his admirers to try a CINCO, because he knows they will become firm friends.

CINCO-pation rules the nation.

SI STEBBINS



Original
Barnum and Bailey Rube

To the Novice:

I must first let you into the secret, that all of my tricks depend upon a SYSTEM, or, in other words, the cards are stacked, viz.:

The System

In stacking the cards lay the 6 of hearts down face up, the 9 of spades on top of the 6 of hearts and so on to the end, reading across.

Hearts	Spades	Diamonds	Clubs
6	9	Queen	2
5	8	Jack	Ace
4	7	10	King
3	6	9	Queen
2	5	8	Jack
Ace	4	7	10
King	3	6	9
Queen	2	5	8
Jack	Ace	4	7
10	King	3	6
9	Queen	2	5
8	Jack	Ace	4
7	10	King	3

After having stacked the cards according to the above system, the novice should next become conversant with the rules on the following page.

RULES

RULE 1—"Shuffling"

In shuffling never riff or mix the cards in. A person may take as many as they like from one side and place them on the other. As long as you do not take cards from the center of the pack, but keep shifting cards from one side to the other, it will not affect the system.

This is what is called a false shuffle and with a very little practice a person is able to fool the best of them.

RULE 2—"Numerical Value"

Every card has a numerical value, viz.: Ace, 1; then 2-3-4-5-6-7-8-9 and 10 in their order; Jack, 11; Queen, 12; and King, 13.

RULE 3—"Position"

Every card is three numbers apart, as will be seen by a careful study of the system, viz.: 6-9-Queen (12), 2-5-8-Jack (11), etc.

RULE 4—"Position as to Suits"

Every card of the same denomination is thirteen cards apart and runs in the same order of suits as in the system, viz.: Hearts, Spades, Diamonds, Clubs.

TRICK 1

To name a card that a person may draw from behind the back.

Spread the cards out behind the back in such a manner that when the card is drawn you can separate the deck at that point bringing the two parts in front of you and placing the upper half underneath.

In that way you know that the card the person has drawn should be the one following the bottom card, so that by glancing at the bottom card, adding three to it, and calling the suit that follows the bottom card, you will name the card drawn.

Example—A person draws a card and on making the shift in front, you find that the bottom card is the nine of Diamonds.

You then add three to nine, which is twelve or the Queen (Rule 3), and call it the Queen of Clubs, as Clubs follow Diamonds, and you will have named the card drawn.

TRICK 2

To tell how many and what cards a person may draw from behind the back.

Place cards behind you as in trick one, and make same shift as in trick one. Look at bottom card and at the card of the same suit on or nearest the top.

Subtract the number of the suit card on or nearest the top from that of the same suit as the bottom card, multiply the result by four and subtract the number of cards, including the suit card on top, and the result will be the number of cards drawn.

Example—On making the shift you find the bottom card to be the 12 or Queen of Clubs; on looking at the top you find the third card to be the 7 of Clubs, which makes the problem as follows, viz.: 7 from 12 is 5, 4 times 5 is 20; 3 from 20 is 17, or the number of cards drawn.

In case the card on the bottom is smaller than the one at the top of the same suit, add 13 to the bottom card and proceed as per example.

TRICK 3

To allow a person to take a handful of cards from behind the back and place them in his pocket; then to make him take out one at a time any card you may call for.

After a person has drawn a handful of cards, ask them to close them up and place in their pocket (which must be empty), taking particular notice whether back or face of cards is on the outside; in the meantime you have made the shift (Trick 1).

If the face of the cards in on the inside, ask him to take out one card as quick as possible, naming the outside card, which you know from the bottom card (Trick 1).

If the face is out, look at the top card, subtract 3 and call by suit that comes before top card.

Make it a point to have person work fast in getting the card.

TRICK 4

To allow a person to draw a card, placing it in his pocket without looking at it, and then to make him tell what it is.

A person draws a card which you know (as per Trick 1), placing it in his pocket without looking at it.

You then proceed by naming the four suits (Spades. Diamonds, Clubs and Hearts) and ask him to choose two of the four suits.

If the two he chooses includes the suit of the card he has in his pocket, ask him to choose one of those two, and if in choosing the one, it is of the same suit he has in his pocket, you then proceed with the denomination of the card in this way, viz.: Name three cards, including the one you know he has in his pocket; for example, you know he has the Ace of Diamonds, so you ask him to choose two of the following three cards—Ace, King and Queen of Diamonds.

If he chooses the King and Queen, you simply say, that leaves the Ace in your pocket; if he chooses the Ace and King, you then ask him to choose one of those two; if he then chooses the Ace, you say that must be the card he has in his pocket.

If you study this trick carefully you will see that it is impossible for you to go wrong, for whatever suit or denomination he chooses, that is the card or that, that leaves the card he has in his pocket.

Right here I want to interpolate a little information both for the Novice and Professional Card Manipulator, and that is that these tricks are identically the same as I have used in my act in the best theaters in the United States.

Not only have I made a success of this system, but there are a number of vaudeville performers who use this system to

advantage; in fact, to quote the "SPHINX," the official organ of American Magicians, there is one performer that can thank the day that he bought one of these books, as he is now able to draw a large salary in the better class theaters. He has a very good act now, but he can thank Si Stebbins for many of his ideas.

TRICK 5

To let a person think of a card that they see as you run them over; and then to make that person place the card they are thinking of in their pocket without knowing it.

Hold the deck squarely in the palm of the left hand in such a manner that you can bend the cards toward you with the fingers of the right hand, then let them slip back easily one at a time, but very fast, being careful to stop or hesitate on one card longer than the rest, in that way you impress that one card on the person's mind, and it becomes the card they are thinking of.

And, of course, by watching closely you know the card even better than the person with whom you are doing the trick.

Next get the card that they have seen to a position fourth from the top.

You then place cards in left hand again with their face toward the person with whom you are doing the trick, and with the thumb of your right hand, you lightly slip up the top card so the person can see its face, and ask if that is their card to which they, of course, answer "No." You then draw the card off the deck (backward) and showing it to them for the second time ask them if they are sure it is not their card, and at the same time ask them to place it in their pocket. Repeat the same operation with the next card, showing the person this card twice also.

By the time they have placed the second card in their pocket they will have about made up their mind that they have you stuck, with impression it is well to give them also in your talk, such as half admitting that you may of made a mistake.

But after you have shown him the third card, instead of handing him that one, let the thumb drop on the next card

underneath, (which you know is his card) and as you draw the card back that you have just shown him, you draw out and hand him the card he is thinking of—this time without showing it to him the second time and which he will invariably put in his pocket without looking at it.

After he has the card in his pocket you can carry him along as far as you like.

NOTE—Si and Mary Stebbins use this combination in their famous slate trick.

TRICK 6

To run the cards over behind the back and name any card you may be asked to stop on.

Place cards behind the back first taking notice what the bottom card is.

Then start with top card, add three to bottom card, call by the suit that follows, and in that way as you run through the deck you naturally know what card you are asked to stop on, as you are naming them to yourself as you go along.

TRICK 7

To tell how far from the top any card is that may be called for.

A person calls for a card—first find the card of the same suit that is nearest the bottom, subtract the number of the card called for from the number of the card of the same suit nearest the bottom, multiply the result by four, then subtract the number of cards (if any) below the bottom suit card and the result will be the number the card called for is from the top.

If the suit card on or nearest the bottom is smaller than the card called for, add 13 and proceed.

Example—A person calls for the 4 of Diamonds; you look at bottom and find that the 9 of Diamonds is the third card from the bottom, subtract 4 from 9, with a result of 5; multiply 5 by 4 making 20, and subtracting 2, the number of cards below the 9 of Diamonds, it leaves a result of 18, which will be the number the 4 of Diamonds is from the top.

TRICK 8

How in a game of Whist to deal every trump to yourself.

After apparently shuffling the cards (Rule 1), ask person to cut the trump; place cut as usual on bottom, then deal regular and you will get every trump in the deck.

NOTE—This trick was used for some time and probably is now a finishing trick to his act, by the vaudeville performer quoted in the "SPHINX" on page 7.

TRICK 9

How in a game of Hearts to deal every Heart to yourself.

After shuffling have parties cut the cards and either by their cutting or a shift get a Heart on the bottom and deal in the regular way.

TRICK 10

How to deal a pat flush of any suit called for to any person asking it.

This trick can only be done in a four-handed game.

First ask person what suit and what hand they want; then get suit card by cut or shift in proper position at bottom and deal regular.

Example—Person wants a flush of Hearts and third hand.

Shuffle or cut cards until you have a Spade on the bottom, which would make the third card from the top a Heart; then as every fourth card after it is a Heart, the third hand would be a Heart flush.

In conclusion I wish to say that I am the ORIGINATOR of this system for doing these tricks, and the first Vaudeville Artist to present them in the better class theaters of the United States.

In fact, the first time they were ever presented to an American vaudeville audience was by myself, at the Columbia Theater, St. Louis, Mo., during the season of 1898-9, and on the Keith and Orpheum Circuits the season of 1900.

I am printing this statement to refute the claims of a few would-be imitators.

To allow a person to draw a card from the pack, afterwards placing card back in pack and shuffling; then to take pack, throw at wall or ceiling and stick card selected to wall or ceiling with a tack through the center of the card.

To do this trick the performer must first supply himself with a duplicate of the card he wishes to tack to the wall or ceiling.

For example, you wish to tack the Ace of Spades to the ceiling. First have an extra Ace of Spades in your pocket with a tack through the center, then take a regular pack of cards and locate the Ace of Spades, in that way getting it the second card from the bottom, and be sure and keep it in that position while riffling or shuffling the cards. After thoroughly shuffling the cards pick them up and cut them near the center and shift the upper half underneath, at the same time keeping your second finger on the Ace of Spades, which by the shift is brought to the center of the pack; then spread cards out, at the same time running them over quickly, and ask a person to select a card, being careful to run the cards fast enough so that as he goes to pick one you can force the Ace of Spades into his hand. After he has the card ask him to look at it and remember what card it is, at the same time you hand him the rest of the pack and ask him to place his card in same and shuffle it thoroughly. While he is shuffling you can quietly place your hand in your pocket and get the Ace of Spades with the tack through the center in the palm of your hand. After he has shuffled the pack to his satisfaction ask him to hand it to you, and as you take it with one hand place card with tack on top, the tack pointing out, then quickly reverse deck and throw at wall, and the force of the pack will drive the tack enough to hold card.

This is my famous Three-Deck Trick. Note In order to do it you must have three decks, stacked according to the system in front of this booklet.

Explanation Take one deck; hand it to any person in the audience and ask them to mention any number from 1 to 52 inclusive (there being 52 cards in the deck); then ask them to count down to the card at the number mentioned; take it out and place it in his or her pocket without looking at it. In the meantime you have figured out what the card is.

Take out a second deck; find card which duplicates the one selected in first deck (this can be done according to Trick 7, page 8), get it on the bottom and shift deck in such a manner as you spread them out that a person in drawing a handful will have the card mentioned on the outside. After he has taken a handful ask him to put them in his pocket.

Then take your third deck; find same card and, after spreading them out, force same card to another person; ask him to place it on top of deck and hold deck. Then turn to the party having the handful in his pocket and ask him to take out one card as quick as possible, which must be an exact duplicate of the other two cards. With a little practice you can make this trick very mystifying.

Example—You hand person deck, first noticing the top card, which we will say is the Six of Hearts; that person mentions the number 29. From the top card you know the Six of Diamonds is the 27th card from the top (Rule 4, page 4), therefore the 29th card is two cards beyond, or the Queen of Hearts. In that way you know what card he names, and you proceed as in above explanation.

To allow a person to cut the deck into three parts, then after letting them name a number in either part they may select, make them tell what card is that number from the top in the part they select.

First, shuffle a little as per Rule 1, page 4. Lay deck down, noting carefully what card is on the bottom; in that way you know both bottom and top card; then allow person to cut the deck in three piles; ask which pile he or she will select. After the selection has been made, pick the part that came from the top of pile selected and handle it in such a manner (carelessly, as if squaring it up) that you can see the bottom card. In that way you know what the top card is on the pile selected, so with a little simple mathematics you can figure down to and tell what card lays at the number he or she has selected; then follow rules for Trick 4, page 6 and you make the person name the card.

Example—A person cuts the cards in three piles, and then selects the first pile; by looking carelessly at the next pile, you find the bottom card to be the King of Spades, and you then know that the cards in the pile he has selected are

the ones that follow after the King of Spades. You ask the person to mention a number from 1 to 16 or higher, according to the approximate number of cards in pile selected, for example he says 11. Now, by the King of Spades you know the King of Diamonds is 13 cards from the top (Rule 4, page 4) and as the number mentioned is two cards nearer the top, you simply figure back two cards, which you find to be the Seven of Hearts and then proceed as in Trick 4, page 6 to make the person name the card.

A MIND READING TRICK
(Apparently)

This is a very interesting trick if well done.

First ask person to shuffle pack; then ask them to think of any number between 1 and 15. After they have thought of it tell them that you will leave the room and that while you are out they are to take the pack and count down from the top until they come to the number thought of, which card they are to look at and remember, but they must place cards back so that the card will be the number thought of from the top, then they are to call you in. As you come back you can get them to admit that unless you are a mind reader you cannot know the number thought of, and if you don't know the number thought of you cannot possibly know the card they looked at. After delivering a speech to that effect take the pack and say that you will leave the room once more, and while you are gone you would like some one to write a number between 15 and 20. This time while out of the room you take the pack and count off 16 cards from the top, placing one on top of the other as they come off, so that the first is on the bottom; or, in other words, reverse the top 16 cards and replace on top of pack; then return to the room and state that you will start counting from the number thought of and count to the number that the other person wrote and produce the card they looked at. Then you ask first what number was written. If they say 17, your cards are all right, if 16 you must slip one of the top cards to the bottom, if 18 you must take one, and if 19 two from the bottom and place on top; then ask what number the party thought of and count from that number to the number written; turn over the last card and it will always prove to be the card they looked at in the first place if these instructions are followed explicitly.

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